



Journal of the AUDIO ENGINEERING SOCIETY

CALL for PAPERS



SPECIAL ISSUE

AUDIO MOSTLY 2018: SOUND IN IMMERSION AND EMOTION

We are pleased to invite authors of Audio Mostly 2018 papers to consider submitting an extended version of their paper, with significantly new material, to the Journal of the Audio Engineering Society (<http://www.aes.org/journal/>) 'Special Issue on Sound in Immersion and Emotion'. Immersion and emotion are terms used to describe a variety of experiences that human beings, whether in the capacity of a user, a musician, or an audience, have with sound. The two are usually regarded as separate, but often intertwined, occurrences.

This special issue is motivated by the success of the Audio Mostly 2018 conference (AM'18), which followed this theme. Original papers presenting unpublished work related to research on, but not restricted to, the topics listed below are invited for consideration, including significantly extended work that was presented at AM'18.

To reflect the range and diversity of papers featured at Audio Mostly, there will be two parts to the Special Issue and authors are encouraged to submit to the part most suited to their contribution. These parts are as follows:

Sound in Immersion and Emotion (Arts, Design and Experience)

Guest Editors: Stuart Cunningham, George Fazekas and George M. Kalliris

Proposed Topics

- Accessibility
- Aesthetics
- Affective computing applied to sound/music
- Auditory display and sonification
- Digital augmentation (e.g. musical instruments, stage, studio, audiences, performers, objects)
- Ethnography
- Live performing arts

- Musical Human-Computer Interaction
- New methods for the evaluation of user experiences of sound and music
- Participatory and co-design methodologies with or for audio
- Psychology, cognition, perception
- Philosophical or sociological reflections on Audio Mostly related topics
- Sonic arts and interactive sound installations
- Soundscape studies and interactive soundscapes

Sound in Immersion and Emotion (AI, Deep Learning and Technologies)

Guest Editors: Stuart Cunningham, George M. Kalliris and Bozena Kostek

Proposed Topics

- Augmented and virtual reality with or for sound and music
- Music and sound representations using embeddings
- Game audio and music
- Immersive and spatial audio
- Intelligent music tutoring systems
- Interfaces for audio engineering and post-production
- Interfaces or synthesis models for sound design
- Music and sound tagging using deep neural networks
- Musical style characterisation and transfer using deep neural networks
- Musical acoustics
- Psychoacoustics
- Semantic Web and music technologies
- Signal processing, machine learning and semantic analysis for interactive audio applications
- Sound and image interaction: from production to perception
- Spatial audio and ambisonics

AUTHOR GUIDELINES

All submissions will be peer-reviewed according to standard JAES review procedures. We welcome original research as well as revised and expanded versions of "Audio Mostly 2018" or AES conference papers addressing the theme of this special issue. Please follow the Author Guidelines found at: <http://www.aes.org/journal/authors/guidelines/>. The normal page limit for JAES articles is eight pages. Papers should be submitted online at: <http://www.aes.org/journal/submit/>.

This special issue is planned to be published in mid 2019, therefore a tight reviewing and revision schedule will be in place.

Deadline for Submissions: 7th February 2019 (revised)